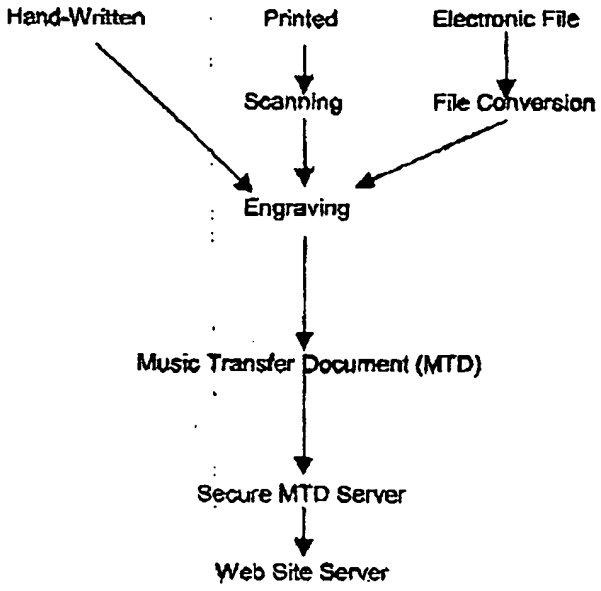
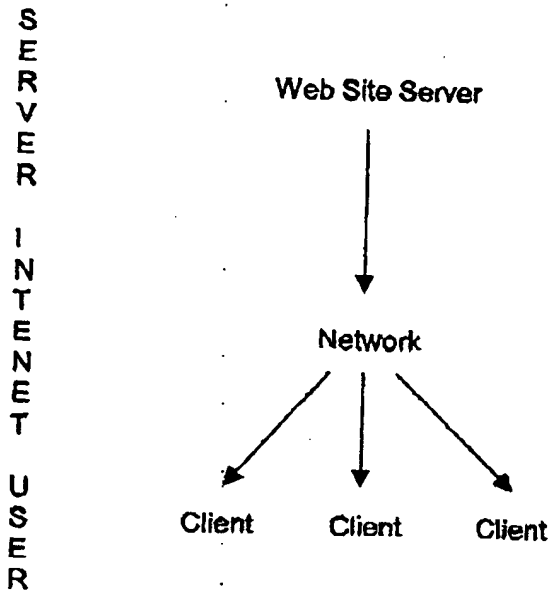
Figure 1



PRODUCTION SERVER

Figure 2:


SERVER INTENET USER
Web Site Server
Network
Client
Client
Client

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PRESTO

the fourth movement of Wolfgang Amadeus Mozart's
Divertimento No. 14, K.V. 270

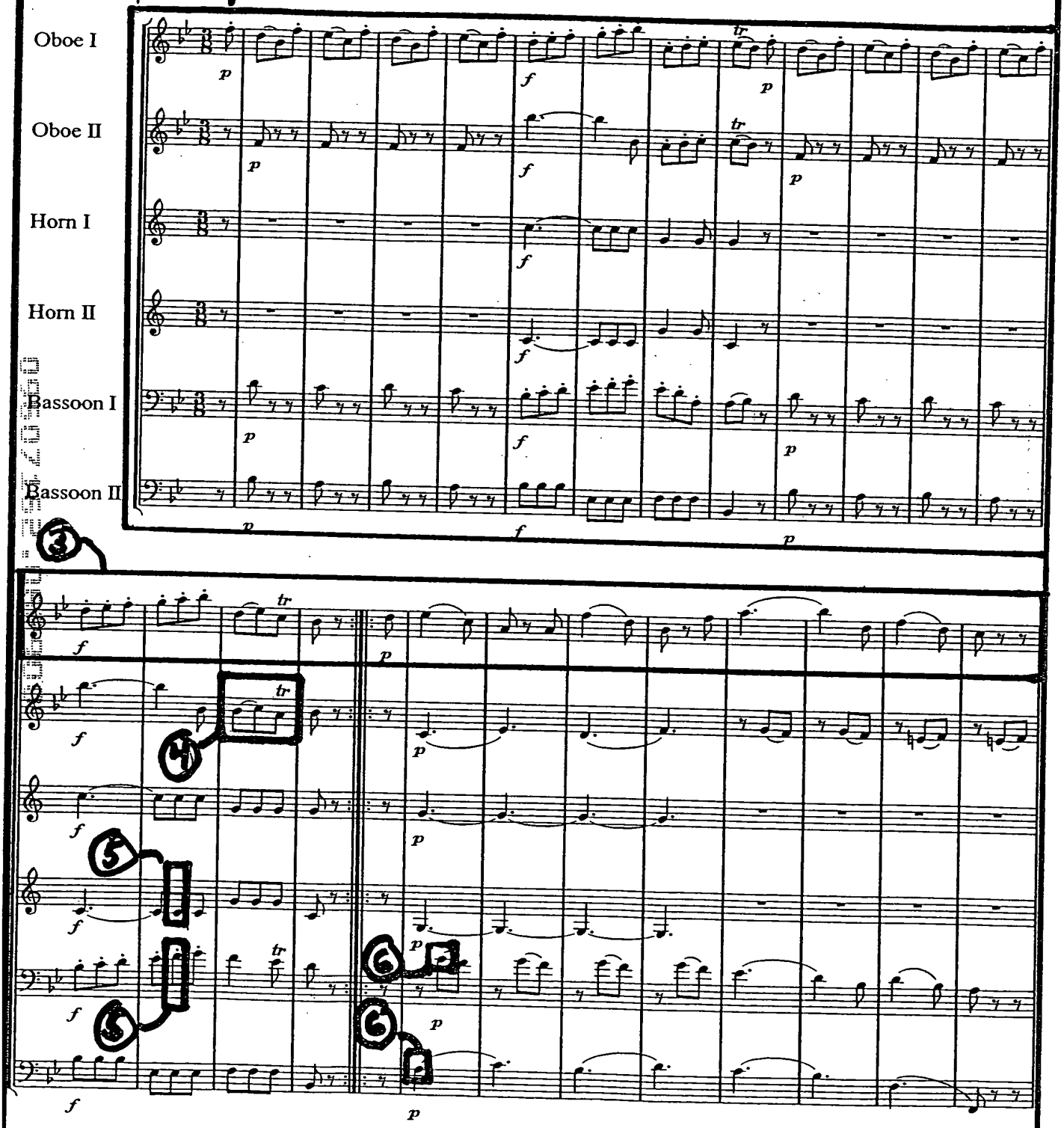

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Fig. 3

Figure 4: schema for a Sequence Map

SEQUENCE MAP

HEADER

Number of tracks

TRACK 1

HEADER

Sequence Level
Number of sub-sequences

SUB-SEQUENCE

Starting number
Number of successive bounding boxes in sub-sequence

TRACK 2

.
.
.

Figure 5: data for a Sequence Map of a 124 measure string quartet, with a repeat of 1st 8 measures

```
4       ; 1 byte: number of tracks — header

TRACK 1
4       ; 1 byte: track 1 uses Level 4 bounding boxes – that is, measures
2       ; 1 byte: number of sub sequences
1       ; 1 byte: start at measure one
8       ; 1 byte: use 8 measures of bounding boxes
1       ; 1 byte: start at measure 1
124     ; 1 byte: use 124 measures of bounding boxes

TRACK 2
4       ; 1 byte: track 2 uses Level 4 bounding boxes
2       ; 1 byte: number of sub sequences
1       ; 1 byte: start at measure one
8       ; 1 byte: use 8 measures of bounding boxes
1       ; 1 byte: start at measure 1
124     ; 1 byte: use 124 measures of bounding boxes

etc., for tracks 3 and 4

Total bytes: 25
```

Figure 6: a schema for a Time Map

HEADER

Audio/visual source: index in table giving information about the real-time performance, s such as the track number on a CD or total duration of a recording.

Number of events in map (slices in a musical score, pictures in a slide show, etc.)

TIME EVENTS

Event 1:
Time offset: time units since previous event
Track flags: bits for each track in the Sequence Map

Event 2:
Time offset: time units since previous event
Track flags: bits for each track in the Sequence Map

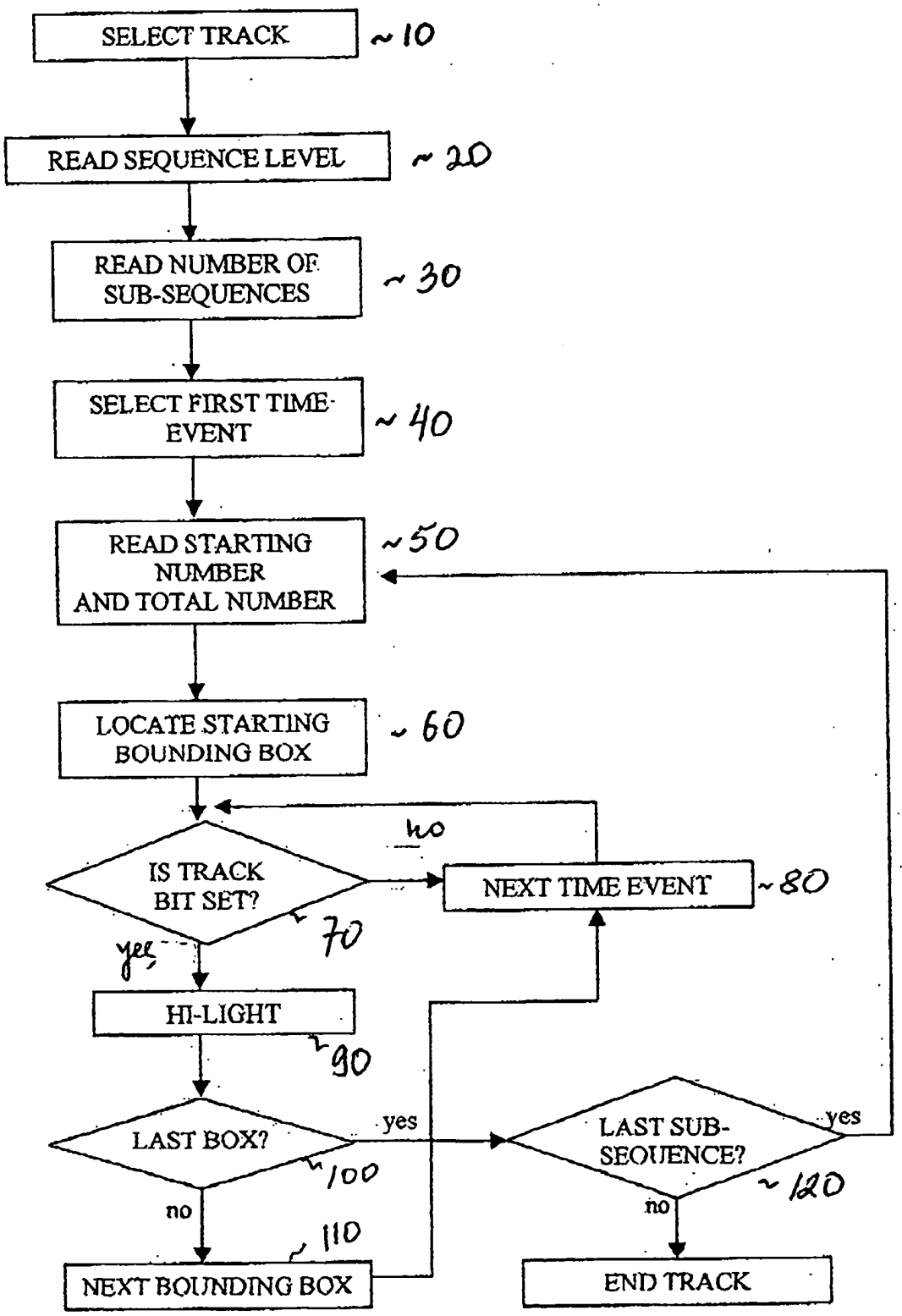
Event 3...

Figure 7: sample data for a Time Map of a musical score according to the schema of Figure 6

```
1          ;1 byte: index into table of audio sources
4985       ; variable number of bytes: total slices in score
0          ;variable bytes: offset of slice 1 from start of recording
7          ;variable bytes: tracks 1,2,3 have slice bounding boxes
25         ;variable bytes: offset of slice 2 from slice 1, in time units
6          ;variable bytes: tracks 2 & 3 have slice bounding boxes
13         ;variable bytes: offset of slice 3 from slice 2
2          ;variable bytes: only track two has music at this slice
etc.
```

[Note: values are compressed by using a single byte for all values under 128, and a bit flag (bit 7) and variable numbers of bytes for all larger values.]

Figure 8


SELECT TRACK
~10
READ SEQUENCE LEVEL
~20
READ NUMBER OF SUB-SEQUENCES
~30
SELECT FIRST TIME-EVENT
~40
READ STARTING NUMBER AND TOTAL NUMBER
~50
LOCATE STARTING BOUNDING BOX
~60
IS TRACK BIT SET?
~70
no
NEXT TIME EVENT
~80
yes
HI-LIGHT
~90
LAST BOX?
~100
yes
no
NEXT BOUNDING BOX
~110
LAST SUB-SEQUENCE?
~120
yes
no
END TRACK